

# The Iron Realm

## Maze Master's Spell Table

Spell Type Shown (Wizard/Elf or Cleric) -	Spell Level -
<p>Spells shown below are numbered in case it is necessary to select a random spell (for use by an opponent, to be discovered upon a Magic Scroll, etc). To do this, use an appropriate die. If you have listed four spells, a d4 is sufficient. If there are 10 spells listed, use a d10, and so forth. If you have created multiple Spell Tables for a given Spell Type and Spell Level, you would first randomly select the table to be used while rolling the exact spell second.</p>	

Consult Chapter 61 of The Iron Realm Podcast for a full spoken overview of Spell Design.

<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">1</p>	<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">6</p>
<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">2</p>	<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">7</p>
<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">3</p>	<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">8</p>
<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">4</p>	<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">9</p>
<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">5</p>	<p><i>Name:</i> <i>Range:</i>  <i>Duration:</i> <i>Save:</i>  <i>Description &amp; Effect:</i></p> <p style="text-align: right;">10</p>